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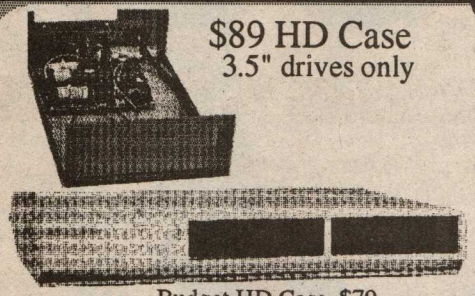

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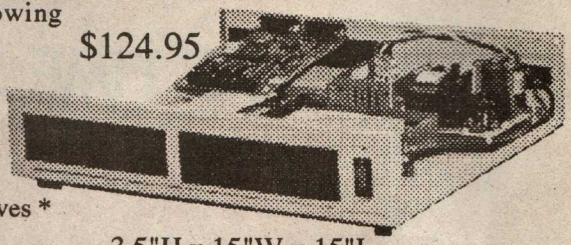

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Inside...

■ Let the Games Begin...

It's time again for a break from the more serious computing news and reviews, and to focus on the boon/bane of Atari—games. The irony is that the "game machine" image of Atari is a curse that seems to hold the outside public away even while "serious gamers" within the Atari community are inching towards those very serious IBM clones—in order to get more games.

Meanwhile, Atari has commissioned 40 or more new game titles, many of which will be exclusive to the Atari line. The year ahead may find the trends of the last year reversing themselves again.

This issue of *AtariUser* features some of the most comprehensive reportage of the ST game market that I've ever witnessed. Eric Bitton has joined the *AtariUser* staff to bring his considerable knowledge of the gaming world to our readers, and he outdoes himself this month. Eric will be keeping us up with a continuing game column in future issues, as well as his monthly **HotteST** game reviews.

We've got coverage of fun 'n games for the Portfolio too, plus Lynx previews, and a retrospective and buying guide for the first Atari's in most of our lives, the venerable 2600. Tim Duarte lets us in on the world of VCS support he has found and has become a part of.

And as always, we have the hottest news and the most up-to-date **AtariLand Calendar** of any publication this side of the Romulan neutral zone. It's here in *AtariUser*, of course.

I mentioned last time that things were changing here... It continues, but all I can say is that everyone will benefit from what is ahead for *AtariUser*. If you aren't subscribing yet, this might be a good time. But I'm not one to gossip, so you didn't hear that from me... No you didn't.

—John Nagy, Editor-in-Chief, *AtariUser Magazine*

▼ News & Stuff

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The Game's the Thing! **20**
How were you first introduced to Atari? Most Atari users will answer this question the same way, tracing their roots to the early days of video games. You may have played one of those early Atari Pong machines on your television set. You may remember a few game variations, but the systems were very limited. The game ROMs were built-in, making it a dedicated video game system.

▼ AU Resource

Special..! "Save this Page"... **24**
AtariUser's Wacky World of ST Gaming — Who's Who, What's What, and Why...
Sometimes, the topsy-turvy world of ST games seems like one giant rollercoaster ride. *Companies start supporting the ST, drop it, pick it up again, go out of business, change names, change distributors, change policies, etc, and so on, ad nauseam. Then, there is the confusion as to which companies actually do support the ST.*

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AU's AtariLand Calendar **30**

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Steven W. Lesh

Editor
John Nagy

Assistant Editor
John King Tarpinian

Coordinating Editor
Matthew J.B. Sheldon

Editorial Staff
Ron Berinstein
Clinton Smith
Norm Weinress
Chuck Steinman
B.J. Gleason
Robert Jung
Eric Bitton

Art Direction
Steven W. Lesh

Advertising Director
P. Kevin Horn

Distribution
Matthew J.B. Sheldon

Offices
113 W. College St.
Covina, CA 91723-2008
818.332.0372
FAX.332.2869

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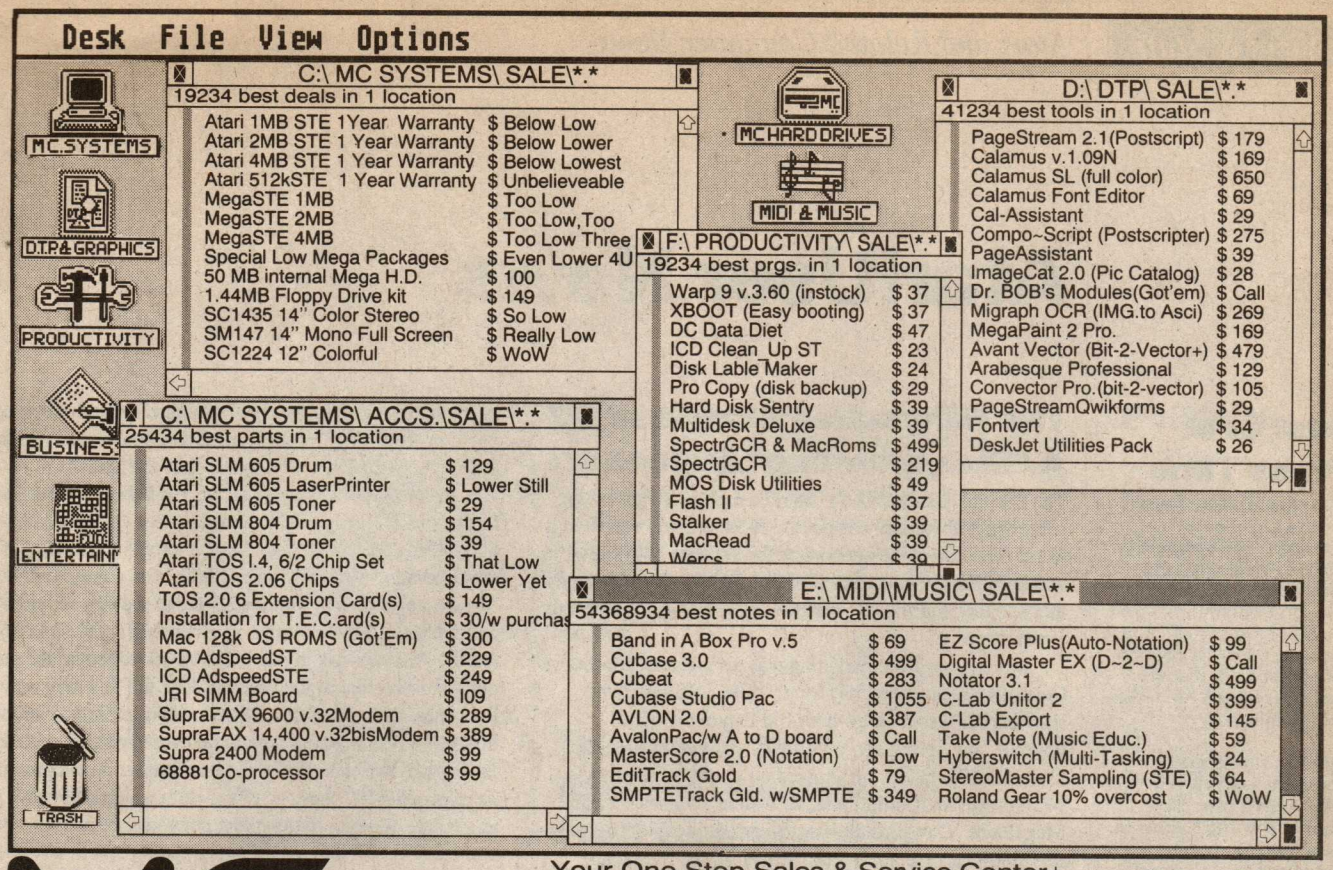

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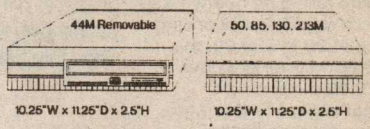

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AtariUser News

Just in at Press Time

"BATMAN RETURNS" for the Lynx color portable game machine will be FREE with any Lynx purchased now through September! Even the $99 bare-bones Lynx will earn buyers a coupon redeemable for the $49 game Free from Atari. See your dealer NOW!

Lynx systems and software sales are in line with Atari's pledge to double the 1991 volume. Less than six months ago, cartridge sales eclipsed the one million mark. Atari's research indicates that the average Lynx owner buys more than four games a year. Lynx has the largest game library for color portables with 45 games currently available and nearly 80 total games by the end of 1992.

Atari announced price reductions on many popular LYNX titles, with some falling by nearly half. From original retail pricing of $34.99 to $39.99, the following titles are now $29.95 each: Chips Challenge, MS Pac Man, Paperboy, Shanghai, Slime World, and Zarlor Mercenary. World Class Soccer was to be released at $34.99, but will soon premier at $29.95. Now bargain priced at only $19.95 are: BlockOut, Electrocop, Gates of Zendocon, Gauntlet, Klax, Robotron, and Xenophobe. While earlier titles are having price reductions, a new wave of more expensive Lynx games is on the way. Many new games will feature far more memory, battery backups for saved games, and extensive digitized audio and video, and will retail for as much as $49.95. ■

The Milwaukee AtariFest '92 A "Disappointing" Success

The Second Annual MAST Atari Computer SwapFest in suburban Milwaukee was not the success many expected it to be. The 200-some attendance for the June 14th show was surprisingly low, especially considering the big names that attended the show at the Bowlero Red Carpet Lanes in Wauwatosa.

Mario from ISD marketing was giving very impressive Calamus SL demos all day long, while SoftLogik was showing the less-than-24-hour-old PageStream 2.2 upgrade, and giving away 2.1 to 2.2 patches for free. CodeHead Technologies showed off the dynamite new word processor, Calligrapher, as well as Avant Vector and MegaPaint. Dave Small was present, showing off his new SST 68030 accelerator board, as well as the MegaTalk interface board. GEnie gave away free time to four lucky winners. And the Atari Corp., Games Division had demo LYNXes available with games in them for showgoers to check out, as well as a brand new 32 page LYNX catalog. Bob Brodie of Atari Corporation was also in attendance, roving through the two floors of vendors and speaking with showgoers all the while.

While attendance was moderately low, those that did attend came armed with cash, checks, and credit cards. The average amount spent per person at the show was between $75 and $100, not including hardware sales. Vendors enjoyed the sales and the less-than-hectic company of their comrades, and finished the event with an impromptu bowling tournament. —*T.J. Girsch*

This Month's Staff Shuffle at Atari

Staff changes at Atari last month included the departure of Director of Atari Service Ted Maciejewski and Don Mandell, Vice President of US Sales and Marketing. Says Bob Brodie, Director of Communication for Atari, "Longtime employee Art Morgan has accepted the challenge of Atari Service. In an interim move, James Grunke, Director of International Music Markets will be handling Don Mandell's duties. James brings a strong knowledge of retail sales with him to this job. Both James and Art have begun undertaking their new responsibilities. As Art will need some time to get up to speed, dealers are asked to call him from 8:30 AM to 12:00 PM PDST for the next few days. You can reach Art at 408-745- 2029, or fax him at 408-745-2088. James can be reached at the same voice number as before, 408-745-2014, and you can also fax him at 408- 745-2088. We at Atari wish Ted and Don every success in their future endeavors." Also moving to a position with Taligent, the Apple/IBM consortium, is Alan Pratt, who piloted the development of the MultiTOS system for multitasking, based on and licensed from Eric Smith's MiNT project. Ken Badertscher will be taking over during the last stages of the readiness for release of the new operating system for the 68030 Atari computers.

In a related story, pirated copies of the still developmental MultiTOS are being distributed in some parts of the world. Atari has asked that these be destroyed, as they are not representative of the final product and that they may in fact cause damage to data if used. Atari reminds everyone that MultiTOS may not legally be owned or transmitted to others, and that this piracy will hurt further development of Atari products if Atari decides to do less external beta-testing due to leaks to the pirate networks.

Atari Member of House of Lords

House of Lords is an up-and-coming pop-rock band, whose hits have included "Love Don't Lie," "Remember my Name," and the remake of Blind Faith's "Can't Find My Way Home." Currently being played on radio stations nationwide is the ballad "What's Forever For." On first page of the CD-Insert, the following is stated: "Gregg Giuffria and James Christian compose on and use Atari computers. Special thanks to James Grunke and everyone at Atari."

Although he does not endorse any products or other individual's music, superstar Bruce Springsteen's band indeed uses the Atari computer for performance and other uses. Says Michael R. Scialfa in a message on the Delphi telecommunications service, "We use Atari systems for many different reasons, MIDI being only one of them. In Europe, Atari is extremely popular and we tour there extensively!"

Falcon Computer Development Continues

Advancement and development continues on the FALCON line of new computers from Atari. According to sources in Europe, the first 40 or more development machines have been shipped to software developers in Germany, and that a developer conference is scheduled to meet in secrecy in England in the near future. Meanwhile, the gossip and/or leaks about what the new computers will feature continues as the armchair engineers around the planet debate the

merits of those same features. Currently, the leading rumors say the machine will have a 68030 running at 16 MHz with an optional 68882 math co-processor. RAM will be 1, 4 or 14 MB configurations operating in page mode. Standard will be the Motorola Digital Signal Processor DSP 56001 running at 32 MHz with DSP connector to allow for modem/fax/voice mail/direct to disk. 96K of 0 wait state static RAM. Internal direct processor slot for 386SX emulation, or other processors. Super VGA graphics standard: 640 x 480 256 colors. True color 16 bits mode: 320 x 200 or 640 x 480, 65536 colors, with external video sync ability. 15-bit overlay mode for video tiling and special video effects. Programmable overscan, 262,144 possible colors. Independant 10 channel 16-bit digital audio DMA record and playback with up to 50 MHz sampling rate. Stereo 16 bit DMA audio output. Bitstream 1-bit DAC, 80 times oversampling. Stereo 8 bit DMA audio input. RASCAL and SDMA audio signal coprocessors. SCSI port with DMA High speed LocalTalk compatible LAN port. Connector for RGB ST or modulator. RS 232C serial port. Bi-directional CENTRONICS port Cartridge port. MIDI in and out. Stereo microphone input. Stereo audio output. Two standard joystick ports. Two 15-pin enhanced digital/analog controller connectors. 1.44 Mb floppy disk. Optional internal IDE hard drive.

Remember, this is the configuration that is being debated on the international communication networks, and that Atari has NOT announced nor discussed ANY of these specifications with the public. The most that Atari HAS said is that the first new machine of the line will be in the 1040 style case, and will be a 16 mHz 68030 computer with dramatic sound and graphic enhancements. Public unveiling is still scheduled for this fall, with Atari officials saying that they plan to have production units ready to ship for sale at the time of formal announcement.

Answer to Declining User Group Membership... Get Creative

While user groups across the nation are folding or suffering from declining enrollment, MilAtari Ltd., the Milwaukee Area Atari User Group is making creative efforts to increase their membership roster. Ten membership packages were donated to the local Public Broadcasting Network for their yearly week-long television auction. Items for sale are displayed while a corresponding script is read, and the viewing audience calls in with their bids. The highest bid takes the item after a 10 minute period. All ten MilAtari packages sold and the club is now enjoying a hefty increase in membership. Says Michelle Gross of MilAtari, "I feel it is important to seek out all current Atari owners, rather than move towards a multi-platform user group. While many users are still complaining about Atari's corporate polices, and blaming their membership woes on them, we are putting our energies into promoting ourselves and our favorite computer, and the results are astonishing. I'd like to think that our group is a leader in this area."

Soft-Logik, ISD Release Desktop Publishing Upgrades

Soft-Logik has released PageStream 2.2 for the Atari as an upgrade for the popular desktop publisher. It includes many improved features as well as some new features. PageStream 2.2 has enhanced import modules and printer drivers including support for plotters and sign cutters. An improved toolbox makes PageStream's interface easier to use. New keyboard shortcuts help users to move around documents more quickly, and text is displayed faster on screen. PageStream 2.2 retails for $299.95. Registered owners of version 2.1 can receive version 2.2 free of charge by downloading a patch file from Soft-Logik's BBS, GEnie or CompuServe. If owners do not have access to a modem, they can order a version 2.2 upgrade from Soft-Logik for only $25. This will give users a new four disk set and a 12 page addendum to the 2.1 manual. (The patch file online includes a readme file equivalent to the addendum.) Registered owners of versions prior to version 2.1 can upgrade to PageStream 2.2 for $75 and will receive a complete set of disks, two new manuals and a quick reference card. Additionally, registered owners of ANY Atari DTP system can "upgrade" to PageStream for only $120. Contact Soft-Logik for details at 11131 F South Towne Square, St. Louis, MO 63123, 1-800-829-8608, (314)894-8608, FAX 314-894-3280.

Not to be outdone by the PageStream "upgrade offer," ISD Marketing is also offering an "competitive upgrade" plan to their Calamus DTP platform. Calamus 1.09N is being offered to all other DTP owners for $95. The offer runs until August 31, 1992, and the first 100 people to take the offer will also get the "Guide to Calamus DTP" free, a $29.95 value. Contact ISD, 2800 John Street Unit #10, Markham, Ontario, Canada, L3R 0E2, 416-1880, FAX 416-479-1882. ■

Portfolio Gets Second Staring Role

After saving the world in the most expensive movie ever made, the Atari Portfolio palmtop computer is ready for its next film engagement. Featured prominently in TERMINATOR II, the Portfolio is said to be on the set of "Made In America" starring Whoopi Goldberg and Ted Danson. The nature of the role is still secret, but there appear to be a number of the miniature marvels in use and to be in the new film.

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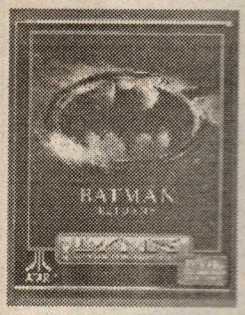

Batman Returns

Lynx ■ Bruce Wayne's back in this superlative Lynx treatment of the 1992 summer movie with Keaton, Pfeiffer, and DeVito. While almost all other platforms will wait until Fall or even Christmas for their versions, the Lynx "Batman Returns" premiered the same week as the movie itself. In what may be the most complex and realistic game for the Lynx yet, Catwoman and the Penguin have formed an alliance, with a plan to defame Batman and place themselves in power. Now Batman must save both the town and his reputation, and bring in his opponents.

Closely mirroring the movie's plot, Batman Returns makes you the defender of Gotham City, as you run, jump, and fight. Your enemies are a motley crew of thugs, police, and penguins, while you fight back with weapons and fists. Even with battle armor, Batman has a limited amount of health, and if he takes too much damage, the game ends.

This is a hard game, as the deck is clearly stacked against you. While the general location of Batman's enemies is fixed, their actions and appearances are not, making pattern learning impossible. You have one life, no continues, and no passwords to defeat a seemingly endless number of opponents and their various attacks. You have four scrolling levels to complete: The Red Triangle Circus Gang; Batman Confronts Authorities; Beneath Gotham City; Batman Discovers the Artic World. Though four levels might not sound like much, each level holds dozens of screens, and the high difficulty of this game will make finishing even the first stage a major accomplishment.

The graphics on Batman Returns can do no wrong. The images and actions of the characters are remarkably accurate. Gotham City on the Lynx perfectly captures the unique architecture and moody atmosphere of the movie. The enemies are distinctive and easily identified, and Batman's acrobatic flips and cape-flapping jumps are among the best effects ever on a Lynx. A repetitive theme music plays in the background, while the majority of game sounds are recognizable but not noteworthy. It's all remarkably good use of 256K of card memory.

Batman Returns is a respectable action game, and the Lynx version would be equally enjoyable on any other platform. It offers basic fight action and a serious challenge in a hot package that's guaranteed to sell Lynxes. Atari Corp., $49.95. — *Robert Jung*

EdScheme

Learning Language for ST, STe, TT ■ Scheme, developed in 1975, is a dialect of Lisp, a list processing language whose strengths lie in the evaluation of symbolic rather than numeric data, the use of highly flexible data structures, and the use of recursion. It's the basis for many artificial intelligence applications. EdScheme, from Schemers Inc., offers a complete package with an editor and a 128 page fully indexed User's Reference Manual. Two interpreters (one with full editor, turtle graphics interface and debugger) come on a single 3 1/2-inch disk and work on all ST/TT models regardless of memory. The disk also contains two game utilities and various other utility files. A comprehensive 328 page tutorial designed for novice and experienced programmers is available separately.

EdScheme greets you with an arrow prompt and a blank screen on which statements and commands are typed and evaluated. Despite its DOS-like appearance, the interpreter employs an automatic indentation and bi-color code system in which EdScheme evaluates black functional expressions into red data expressions. The integrated editor features WordStar-like editing commands, automatic indentation of program lines, highlighting of expression subgroups and parenthesis matching by showing the user the code for which the closing parenthesis must match.

EdScheme excels as a teaching tool. The available tutorial introduces Scheme and nurtures good programming practices. It introduces the reader to the algorithmic process by first diagramming operations in an organized manner even before tackling the code syntax—no mindless typing programs into the computer, enforcing ritual before reason. The exercises and sample answers in the tutorial are plentiful.

The advantages of a list processing language like Scheme over the standard BASIC or PASCAL is in its ease. The novice can be writing powerful programs in Scheme sooner than in BASIC or PASCAL, and the expert can explore more advanced programming techniques such as recursive and curried functions, procedural abstraction, and binary trees. Scheme itself is a more user-friendly language than the widely distributed XLISP, making EdScheme an easier language to debug.

EdScheme is efficient, easy-to-learn, and inexpensive. The versatility of Scheme has made it the language of choice for those just learning computer programming. Scheme is already being taught in freshman classes at Universities such as Columbia, Yale and U.C.L.A. EdScheme, $49.95; Tutorial, $29.95; from Schemers Inc., 4250 Galt Ocean Mile, Suite 7u, Fort Lauderdale, FL 33308. — *Kevin Festner*

RE·Views

☒ HotteST Game of the Month

EPIC

ST, STe, TT ■ After months of advertising and teasing, the "Wing Commander" for the ST is finally here. But EPIC is more like a flight simulator crossed with that old TV series Battlestar Galactica. Not bad, but not what we expected.

The sun of your home system is about to go supernova, so a huge fleet of assorted spaceships is assembled, and the entire population is evacuated to a new planet in a different system 560 light years away. Problem is, to get there, the fleet must go through Rexxon territory, and the Rexxon Empire doesn't believe in the supernova story. So you must fly a series of missions against Rexxon installations planetside and defend your fleet from enemy ships.

Those of you who have played F-29 Retaliator (Ocean) will feel instantly at home, since this was also programmed by Digital Image Design, and has the same overall structure: it's mission-driven, has access codes, all the data for the missions is in the manual only, you can fly out of the game world, and your ship has a normal airplane-style compass (000 through 359 degrees). The manual devotes a lot of space to background story and information, but doesn't fully explain the mechanics of the game. So, you'll spend a lot of time just flying around and shooting things experimentally to see what makes your mission completion gauge (percentage) go up. Refueling is particularly difficult in space, as the fuel modules are rather small. I still haven't figured out how to refuel from fuel ships! But that skill must be mastered, as your Epic fighter is one heck of a gas guzzler.

The graphics use nice 3-D polygons for just about everything, and gorgeous pictures for the animated game sequences. The various ships are easily recognizable, so the risk of gunning down a friendly by mistake is limited. The space battles can get pretty exhilarating as you whiz past ships of all shapes and sizes while gunning down enemy crafts. There is one little bug though: sometimes, a ship jumps around for no apparent reason when you fly fast toward it. Something wrong with the graphics system I guess. The screen update is fast, and you can adjust the amount of detail to suit.

EPIC's controls are extremely sensitive, so the joystick is next to useless. You're better off using the mouse. The thrust system is weird—you seem to have to choose between "crawl" and "Warp 9". I haven't found a way to set the throttle at any point in between.

Overall, EPIC is a nice game, but it's not the earth-shattering blockbuster it has been made out to be in the promotions. It works on everything from a 520STm to a TT (make sure your TT boots in low resolution though), but you need 1 meg of RAM to listen to the digitized score. Epic comes on two double-sided disks and supports two floppy drives. From Ocean UK, $54.95 — *Eric Bitton* ■

Rampart

Lynx ■ Longtime players remember when flashy graphics and sound didn't matter as much as a solid idea with good gameplay. Such is the case with Rampart, an adaptation of the Atari Games' arcade title. The player is the warlord of an enclosed castle; cannons are placed behind the walls and used to repel enemy attacks. After each battle, holes in the wall must be patched with Tetris-like pieces before the next attack, else the game ends. One player can compete against a computer-controlled navy through eight levels, or two players can fight each other, with or without the computer.

Lynx Rampart is moderately hard to win, and a near-complete copy of the original. The Lynx controls are a respectable substitute for the arcade's trackball. In a one-player game, a level ends after enduring a number of attacks, and survival is the final goal. A two-player game ends when one side loses, and all games have a limited number of continues. There is one difference that devoted fans will notice: on the Lynx, all ships can drop off ground forces, which makes defending your shoreline very important. This makes the game more difficult, but not unplayable.

Rampart in the arcade used simple and uninspired graphics, which the Lynx duplicates exactly. To compensate, this version also shows a number of elegant animated and still images between breaks in the action. There are not too many sounds, but the ones present are well done, with explosions, musical themes and dirges, and digitized voices.

Rampart on the Lynx is a good adaptation and a welcome change from today's recycled arcade themes. For those who have never tried this unusual game, its original blend of action and strategy can be quite addictive, and is well recommended. Atari Corp., $29.95. — *Robert Jung*

▼ ***Rampart*** **on the Lynx** — A good adaptation and a welcome change from today's recycled arcade themes.

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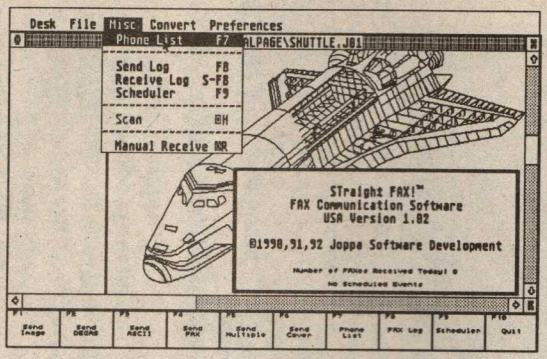
RE:Views

New & Improved

■ **You can set Supra's top-of-the-line** FAX/modem for speeds up to 14,400 bps with up to 57,600 bps throughput with its V.42bis capacity. It supports levels 2-5 MNP and has compatibility with the AT command set. The FAX/modem supports Group 3, CCITT V.27ter and V.29 which are the FAX machine standards in common use today, as well as the Class 1 and Class 2 FAX standards.

▼ **STRAIGHT FAX! has the added feature** of being able to convert Calamus, Calamus SL and PageStream documents to its proprietary FAX format.



to use FAX speeds up to 14,400 bps if your modem and the receiving machine can both operate at that speed.

STRAIGHT FAX! keeps a log of incoming and outgoing FAX's, and can send scheduled FAX events. Operation is within a somewhat standard GEM screen, with ten function keys across the bottom for easy access of standard commands. All the function key commands are also available from the drop down menus or as keyboard commands. The Phone/dialer list, FAX log, and Scheduler are easy to understand and straightforward in operation.

FAX files can be created on disk for later use. You also have the ability to convert an IMG to FAX, Degas to FAX, ASCII to FAX and FAX to IMG. With the ability to convert a FAX document to an IMG, you can easily import a document into other DTP or Document Processors. You can view an IMG, DEGAS or FAX on the screen or print an IMG or FAX document using GDOS. There's support for directly scanning images into the FAX software.

A great manual (but no index), handy on-line help files along with the expected set-up screens make things even easier. Dialing Preferences are similar in nature to the setup in a terminal program. These are FAX/modem settings that can also be set with AT commands as are some of the Receive FAX Preferences of Answer After and Receive path.

I've been using this software for about a month now and I'm completely satisfied with its ease of use and versatility. This software is on an equal or higher par with any PC or MAC FAX software I've seen. Background operation for receive or scheduled sends would be a great feature, but are neither available in this release nor predicted for the immediate future. Joppa has a software package they can be proud of as is, but they have upgrades in the works even as you read this. $79.95, Straight FAX! is by Joppa Software (not Joppa Computer Products, a Maryland retailer), P.O. Box 214, Dallastown, PA 17313-0214, 717-428-3231. —*John King Tarpinian*

Supra FAXModem

All computers ■ Warning: techie language ahead. If necessary, skim along until you see parts that make sense to you. You don't need the rest—yet.

The modem I used to test the STRAIGHT FAX! software is the SupraFAXModem V.32bis. This is their top-of-the-line FAX/modem. You can set this FAX/modem for speeds up to 14,400 bps with up to 57,600 bps throughput with its V.42bis capacity. It supports levels 2-5 MNP and has compatibility with the AT command set. The FAX/modem supports Group 3, CCITT V.27ter and V.29 which are the FAX machine standards in common use today, as well as the Class 1 and Class 2 FAX standards. The SupraFAXModem is the same super-compact size as their 9,600 bps modem, so desk space is not a consideration.

There are a few cautions that apply to all modems above 2400 bps. You may need a new, more heavily shielded cable that safeguards data compression and error correction. And, if you have a MEGA STe with TOS below 2.06 or a TT with TOS below 3.06, you will need a patch program such as SERPATCH.PRG in your auto folder, and will have to set up flow control.

The Supra FAXModem comes with a Getting Started Manual, a Reference Manual and a Reference Card, and has a five year warranty. It's virtually as simple to use as any other modem, although I initially had a problem using the SupraFAXModem with Aladdin on GEnie. The profusion of commands required to operate modern feature-rich modems make it neccessary to set up the initialization with care. The simple fix is to change the ATZ command in Aladdin to AT or ATZ1.

After only a week of use, my SupraFAXModem started to have intermittent problems. I called Supra's customer assistance number and explained what my FAX/modem was doing. I was told, "No problem," and was given a choice of sending the modem back for replacement, or of giving them my credit card number as a deposit they would send me a replacement FAX/modem by UPS Red Label and include a prepaid Federal Express return mailer. I opted for the latter and had the replacement the next business day. All this at NO cost to me. I give this type of customer service an A+. The replacement unit operates flawlessly, and I can move data at breakneck speed without breakneck prices. That's a winning combination. Retail: $399 for the top of the line FAXModem, other models available at lower prices. Supra Corporation, 7101 Supra Drive SW, Albany, OR 97321, 503-967-2410. —*John King Tarpinian* ■

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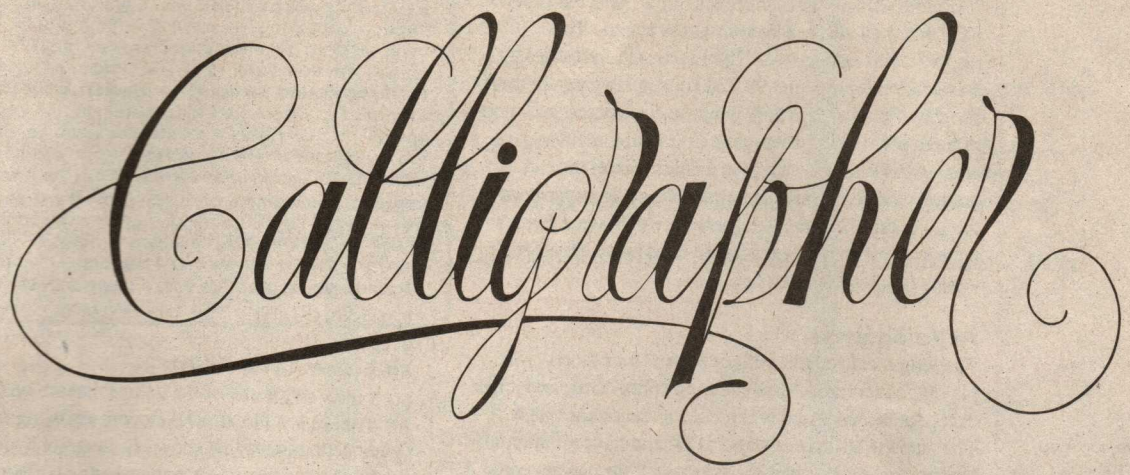

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Clinton Smith

■ *The first true Consumer Electronics Show...*

Lynx at Summer CES'92

Even though it was held this Spring, the Chicago "Summer Consumer Electronics Show" was the first CES that they allowed consumers to attend. The response was impressive. The Electronic Industries Association reports that 98,720 consumers came to the show to see what was new in home electronics, and most of them seemed to be hanging around in the video game area. Atari was once again at a nearby hotel instead of on the main floor, but consumers did get to experience the Lynx thanks to the Telegames area. Sixteen Lynx's were setup with the Texas-based third party developer's games for players to try out.

LYNX ALERT ■ This just in at press time: "BATMAN RETURNS" will be FREE with any Lynx purchased now through September — wow! Even the $99 bare-bones Lynx will earn buyers a coupon redeemable for the $49 game Free from Atari. See your dealer NOW! ■ **The digitized sound sample 'Gentlemen, start your engines!'** in Checkered Flag, takes up 24K of cartridge space! Eric Ginner of Atari states that so far, Rampart is the only game where he wishes he had more memory to work with. Five digitized samples from the arcade are included. He wanted more. ■ **A new third party Lynx developer,** Intense Gaming, has announced three games under development: Time Gates (4 players), Space Canyons (3-D graphics with 4 players), Driving Demons (digitized racing graphics with 4 players).. ■

At Telegames

The long awaited "Guardians: Storm Over Doria" role playing adventure is (still) nearing completion, and it has excellent graphics and what looks to be a huge quest. The game is also slated to be 512K and have an internal battery backup to allow game saves. Four players can ComLynx for interactive play.

Double Dragon - A terrific conversion of the arcade street fighting classic. Instead of cramming everything onto the screen, they've opted for a scrolling background and large (half the screen tall) detailed characters. Two players can ComLynx.

Super Off Road - A monster truck racing game that four people can play at once. They've got eight tracks completed, and are planning on eight more. They used a scrolling background on this title so they could have better graphic detail.

The Caped Crusader

"Batman Returns" games were everywhere at CES, and are coming for all 3 Nintendo systems (NES, Gameboy, and Super NES), Sega's Game Gear, Genesis, and an enhanced version will appear for Sega's CD-ROM unit. These titles will be available by Christmas and early next year—except for one! "Batman Returns" for the LYNX has already been released, the same day as the movie. It plays great and follows the movie closely. [See Review Section for more - Ed.] This is the kind of a game that could really sell Lynx systems.

Batman's also the most expensive Lynx game, the first to cost $49.95. While older titles for the Lynx are being offered at new reduced prices of $19.95 or $29.95 (see the list in the NEWS section of this AtariUser), you'll be seeing more new games at $49.95. Before you start screaming, that price tag will be for Atari's new high power 4 megabit (512K) games and battery backed up role playing games. Atari's first "4 meg" titles include: Pit Fighter, Ninja Gaiden 3, Dracula, Guardians: Storm Over Doria, Daemonsgate, and Eye of the Beholder.

Hot New Lynx Titles

I got to try some of the games that are on the way, and we're all in for a treat. Developers are using more large detailed characters that show off the graphic power of the Lynx. Quite a few of the games had you controlling a figure who was half a screen tall. Here's a sampling:

Steel Talons: The arcade 3-D helicopter simulator. Smooth 3-D and responsive controls.

Kung Food: Looney, but my favorite Lynx game of the show. An experiment shrinks you, turns you green, and brings food to life. You must enter your refrigerator and take on the evil foodstuff with your martial arts skills. The large, well animated cartoon-style characters are the best the Lynx has ever seen. Looks and plays great.

Pinball Jam: Atari has shrunk two popular pinball games into a game card. "Elvira and the Party Monsters" and "Police Force" have been faithfully recreated and even include digitized voices from the actual arcade machines.

Dinolympics: This delightful brainteaser lets you guide a group of caveman as a team as they try to reach a goal. You get to use spears, fire, wheels, etc. to make it through the situations they encounter.

Dirty Larry Renegade Cop: Terrific graphics and enough shooting, blasting, and punching to satisfy the toughest gamers.

Shadow of the Beast: Psygnosis' classic comes across great on the Lynx with terrific graphics and lots of parallax scrolling. It stands up quite well to the Super NES and Turbo Super CD-ROM versions.

Eye of the Beholder: This computer classic is coming along quite well and should fill the bill for RPG starved gamers.

Power Factor: If you like to run around and blast things with heavy firepower keep an eye out for this one.

— Clinton Smith ■

▲ **Clinton Smith** lives for his Lynx. His APE NEWSLETTER is published 5 times a year now. Contact Clint at APE, 2104 North Kostner, Chicago , IL 60639, or on GEnie at C.SMITH89.

■ A New Magazine?

Most of us have enjoyed Atari's last two full color Lynx inserts, found in a number of game magazines. A new one is on the way and prominently features the "Batman Returns" game. The 32 page "Hyper Manual of the Ultimate Brain Game" is called "Grey Matters" (an obvious swipe at a certain competitor's lack of color in their games) and has a two page feature on the Batman game. Grey Matters also looks at all the games that are currently available and has a preview of all the upcoming titles. There is also a contest to win Lynx systems. The curious thing about this new booklet is that it has a $3.50 price on the cover! We don't know if it will show up as a magazine insert or if it will be sold on newsstands. It would be worth the cover price for the previews of the upcoming games. Either way, keep an eye out for it. ■

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BJ Gleason

Folding Fun

Summer is here, and it's time to be playing games and having fun. And Portfolio Users are no exception to that rule! Here is a round up of games, adventures, and even some reading for those long days by the pool. All of these files are available on Compuserve in the APORTFOLIO forum. Enjoy!

PORTFOLIO ALERT ■ Apple will be challenging Atari and others in the palmtop/pocket computing market with their latest announced device(s), Newton. Apple calls the class of computers "Personal Digital Assistants," or PDA devices. The first devices in the class from Apple may be co-developed with Sharp and will be note-taking, scheduling, and communication units that may offer some artificial intelligence, handwriting recognition, and wireless data transfer. The first Newton product from Apple will be available in early 1993 at prices as yet unknown. ■

Card Games

These are classic. Just don't get caught with an extra Portfolio up your sleeve!

TAHOE5.ZIP, Tahoe5 is a fun five card video poker game for the Portfolio that also runs on the PC. It includes help and sound and is quite addictive. The program is shareware and the source code is available.

There's also CRIB.COM, you versus the Portfolio in a game of cribbage, POKER.COM, another implementation of poker, as well as SOLITR.COM, casino style Klondike Solitaire.

Video Games

GOLF10.ARC, BGCC Golf Simulation Game v1.0, The Brooklyn Golf & Country Club is a nine hole golf simulation game. It uses PGC graphics to show overhead views of the course and each shot. The golfer must choose the right club and power setting. There are water hazards and sand traps to deal with. The same author also wrote SCARD.BAS, Golf Scorecard v1.1 which is an electronic golf scorecard program for the Port. This is to be used when you move up to an actual course. It will keep scores for a foursome and will display statistics such as birdies and pars. Both programs require PBASIC 4.91.

A quick round-up of some classic games.

HANGEM.COM, Hangman for the Portfolio and HANGEM.TXT contains the word, which can be modified with the Editor. FINDME.COM, challenges you to find one unchanging letter out of 128 displayed. SGP.ZIP, from a user in Great Britain, is a version of Starglider.

GCHESS.ARC is a simple single player look ahead chess game. The nice part is a graphical display of the chess board and pieces. Pieces are moved about the board using the arrow keys. The game is very fast and easy to use, and was written by J.A. Turnquist.

Remember that classic 15 tile puzzle game from when you were a kid? Well, there are several versions of that game available, and one of them will knock you out of your socks.

PUZZ15.COM, is a tiny implementation of the classic piece tile puzzle, while TILES.ZIP is a graphic version of the classic game.

But the real winner is PGCPZL.ZIP. PGC Puzzle is similar to TILES, except it lets you play a sliding tiles game with any PGC graphic image. Features include SAVE/LOAD game in progress, set number of tiles, and much more. This was the first place winner and is the recent Portfolio Forum Programming Contest Winner. It was written by that software guru, Don Messerli of Software Vinyard.

Adventure

What would summer be without "It's worse than that, he's dead Jim!" Well, here is the classic Star Trek game just in time to watch Star Trek 6 on Video. STREK.COM requires the PowerBASIC run time library, PBRUN.ZIP.

ADVPLA.ARC, Colossal Cave - the original adventure game. This is a public-domain version of the Original Adventure (Colossal Cave) that will run on the Portfolio. It requires 96K of free memory, and the files require a 128K RAM card.

Infocom recently released the "Lost Treasures of Infocom", which contains about 40 of the classic Infocom games. INFOCO.TXT, is a text file that will tell you how to get about half of them to run on the Portfolio.

...And More

We round out the reviews with a collection of oddballs and amusements.

JEOPAR.BAS is a PBASIC program to help you keep track when you play Jeopardy along with Alex Trebeck. Be Honest!

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Finally, while we wait for Terminator Three to come out, you can use PIN.COM, the Personal Identification Number Locator. This program, with the optional Money Access Center Interface, will help you make large withdrawals, just like in the movie, T2. Riiiight. — *BJ Gleason* ■

■ **Thinking about getting one of those tiny Sony CD players** so that you can read books? We didn't think so. You don't need one anyway The Portfolio can do the same! The PREAD utility attaches a file viewer onto a document, which can then be compressed. For example, ALICE.ZIP, is the complete text of Alice In Wonderland, in PREAD format, for the Portfolio. Now when you travel, you can take a classic along with you to read. Other titles include GLASS.ZIP, Through the Looking Glass, by Lewis Carroll; SNARK.COM, The Hunting of the Snark, by Lewis Carroll; PEMPIR.COM, a science fiction fantasy story. Also available in PREAD format: two works on UFO's; MURPHY.ZIP, Murphy's Law of Computers; and HIST.ZIP, a brief history of the world as collected from the bloopers on history papers of students from 8th grade through college.

■ **BJ Gleason** is an instructor of Computer Science at The American University in Washington D.C. and he's been programming for over a decade now. He's the author of over two dozen utilities and games, including PBASIC 4.9, the 'freeware' BASIC interpreter designed specifically for the Portfolio. His Email address is BJGLEAS@auvm.american.edu and his Compuserve ID is 73500,2517.

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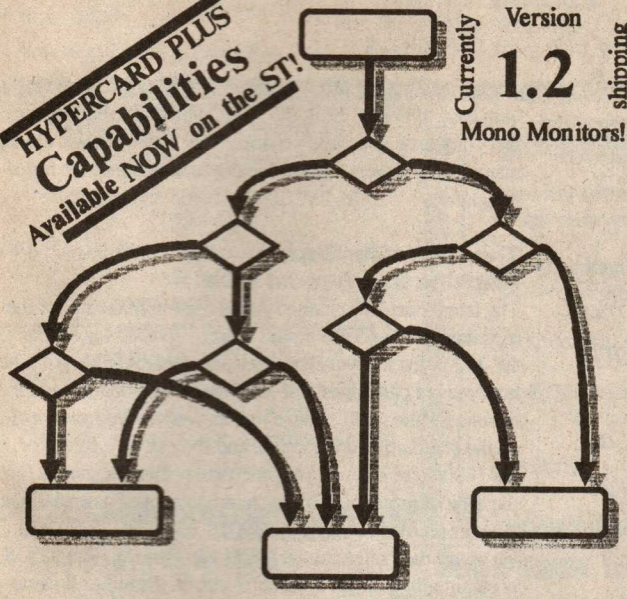

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Tim Duarte

The Game's the Thing

How were you first introduced to Atari? Most Atari users will answer this question the same way, tracing their roots to the early days of video games. You may have played one of those early Atari Pong machines on your television set. You may remember a few game variations, but the systems were very limited. The game ROMs were built-in, making it a dedicated video game system.

■ "We could consider the ST computers as part of the game evolution, but for our purposes here, we're really dealing with the machines that Atari intended to be "game machines," not computers. And for home consoles, Atari fell off of the crest of the game wave..."

The 2600 - The King of Video

The Atari Video Computer System (VCS), later known as the Atari 2600 as well as the Sears VCS, turned many people on to video games, too. The 2600 was a dream come true for many wanna-be owners who shied away from the dedicated Pong systems. Since the game ROMs were now stored in cartridges, it opened up a whole new world of video games that offered color and variety.

As many of us upgraded and became excited about the potential of computers, the 2600 and other cartridge-based game systems seemed to become forgotten and obsolete. Game software for Atari computers (then the 8-bit 400 and 800) began to flourish on cassette tape and floppy disk, as well as ROM cartridges. Some owners decided to sell their system, others stored it away in a cellar or an attic, and despite it all, some remained loyal. Underneath the success of home computers, the cartridge-based game market has remained alive.

Atari released a number of systems to the gaming public. The most popular, perhaps in all video game history, is the 2600 game system. Millions of these systems have been sold since its introduction in 1977. It also has an impressive library of games that some fans have calculated to number near 500. To keep the 2600 from obsolescence, Atari planned an expansion kit called The Graduate. It was a keyboard add-on unit that transformed the 2600 into a home computer. The product was never released.

In 1982, Atari released the 5200 game system, which was based on the same internal components as the Atari 400. The system looked great on paper, but it didn't catch on with the general public. It didn't have a large selection of games to choose from, and the joysticks were odd and very easy to break. Still, the 5200, which offered graphics that compared to arcade versions, was well-received among many game players who chose not to upgrade to the home computers.

The 7800 - the Super Machine that Almost Was

The later Atari 7800 game system tried to make up for the mistakes that the 5200 made. Without a need for adapters, the 7800 runs its own cartridges and is compatible with the hundreds of cartridges that were made for the 2600 and the dozens for the 5200. The joysticks were an improvement on the standard Atari joystick, and the games created for the 7800 were even of a higher quality than the games for the 8-bit computers. This system has a lot of potential, but it never seemed to catch on like the 2600 did.

Atari then released the XE Game System. The XEGS is essentially a 65XE 8-bit computer in disguise. It came packaged with a light gun and tried to contend with the 8-bit Nintendo and Sega Master System. The XEGS came in third place out of the three and could not attract a large number of consumers who were impressed with the more detailed graphics (but inferior processing power) of Nintendo systems.

We could consider the ST computers as part of the game evolution, but for our purposes here, we're really dealing with the machines that Atari intended to be "game machines," not computers. And for home consoles, Atari fell off of the crest of the game wave.

Of course, the next step was the remarkable LYNX, and Atari has rumored first a PANTHER and now a JAGUAR advanced game console, to be released sometime next year. Details are absolutely unavailable, and it's thought that even Atari hasn't decided what features will be in the final system.

But the "classic" Atari gaming community has survived through all of this. For a number of reasons, price and performance among them, many users are regaining interest in the older Atari systems. In these days of 16-bit Super Nintendo and Sega Genesis, the Atari systems remain in the shadows, but won't go away. Longevity speaks for itself, and the 2600 has been around for 15 years!

And Yet It Lives...

Only months ago, Atari released some hot new games for the 7800 — Alien Brigade, Basketbrawl, Motor Psycho, Midnight Mutants, Planet Smashers, and Ninja Golf, to name a few. Four titles —Ikari Warriors, Motorodeo, Sentinel, and Xenophobe — were also released for the 2600 system. And there's a huge variety of game cartridges available for all four Atari systems.

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The Game's the Thing

"Even though the 2600, 7800, 5200, and XEGS are no longer being manufactured, it doesn't mean the users who play these game systems will go away and vanish..."

■ "Some folks regard the Atari game system as an ideal system for beginners and youngsters, while others are attracted to the economical and affordable prices of the systems and game cartridges when compared to Nintendo. Atari systems are fun, simple to use, innocent, and fast. No waiting for a disk to load into memory—just pop in a cartridge and play..."

The 2600 is popular in other countries, including England, Belgium, Australia, Japan, and Algeria. I recently acquired Klax for the Atari 2600 from a friend in Belgium. Oddly enough, even while releasing new titles, Atari decided not to release Klax in the U.S.

Unfortunately, as of Christmas 1991, Atari decided to discontinue the XEGS, 2600, and 7800 systems. Much inventory was sold to Consolidated Stores/Big Lots Stores, who have been selling brand new games at bargain prices — $1 to $3 each. How can you go wrong at this price? Atari still has some games in stock, but not at such discounted prices.

So, you've just bought a 2600, or you dug your 5200 out of the attic, or were given a 7800 system. You're itching to blast some Space Invaders out of the sky, or play a few rounds of Pac-Man. Where do you start? Most toy stores and video games stores have phased out their supply of "older" products, so if you find a nearby store that has a selection of Atari games, consider yourself lucky. Otherwise, here are some mail order companies that sell 2600, 7800, 5200, and XEGS game cartridges and accessories through the mail:

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Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127
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(214) 218-5800 (24-hour order/info line)

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Video 61
22735 Congo St. N.E.
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These companies are a good starting point, but you don't have to rely on mail order companies to find games for your Atari systems. Atari games are also popular items at yard sales, flea markets, rummage sales, computer swap meets, thrift shops, pawn shops, and more. Try scanning the "for sale" classified ads of your local newspaper and online bulletin board systems. I've been trading games all over the United States and I'm building quite a large collection of games.

Even though the 2600, 7800, 5200, and XEGS are no longer being manufactured, it doesn't mean the users who play these game systems will go away and vanish.

Some folks regard the Atari game system as an ideal system for beginners and youngsters, while others are attracted to the economical and affordable prices of the systems and game cartridges when compared to Nintendo. Atari systems are fun, simple to use, innocent, and fast. No waiting for a disk to load into memory—just pop in a cartridge and play.

Classic Game Support Groups

Personally, I'm a big fan and supporter of the 2600. Two years ago, I began research and wrote letters to other fans, and I discovered I was not alone. There's many video gamers out there who support the Atari machines and show a lot of excitement about them. There is definitely a need for the formation of clubs or user groups for these machines.

In that vein, I started my own newsletter specifically to support the Atar VCS line. "The 2600 Connection" newsletters average 8 to 16 pages, but they contain lots of interesting and useful information that you won't find in the professional magazines. Each contain game reviews, game solutions and tips, letters and questions, classified ads, and more. I've produced 11 bi-monthly issues of The 2600 Connection so far. A six-issue subscription is $6, and samples are available for $1 each. Write to me at:

Tim Duarte P.O. Box 3993 Westport, MA 02790

If you send a check, make it to me by name, as my publication has no bank account. Like most of the amateur press, I support the community on a break-even basis at best. But it's great fun! — *Tim Duarte* ■

▲ **Look for Tim's roundup** of "Amateur Press" publications that support all of the Atari lines of computers in an upcoming issue of *AtariUser* - Ed.

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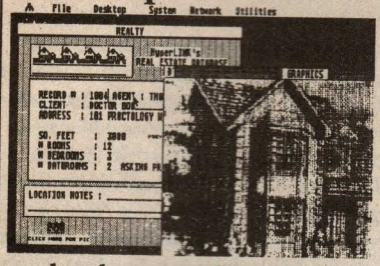

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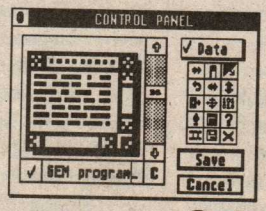

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AtariUser's Wacky World Of ST Gaming - Who's Who, What's What, and Why...

Eric Bitton, AtariUser's Outspoken ST Game Editor

■ **Sometimes, the topsy-turvy world of ST games seems like one giant rollercoaster ride.** Companies start supporting the ST, drop it, pick it up again, go out of business, change names, change distributors, change policies, etc, and so on, ad nauseam. Then, there is the confusion as to which companies actually do support the ST. Certain companies have offices in both the US and UK but don't actually release Atari versions in the US or offer any support.

Such is the case with **Microprose** and **Accolade**. If you call their US offices, they will tell you to contact their UK offices instead. The one exception is **Virgin Software**. Even though they have stopped distributing ST versions in the US, you can still call the US office for support. They stopped releasing ST games in the US because of "low sales," as did **UBI Soft** last year. Sales were low because the US versions would appear four or five months after the UK versions had already come and gone, and the big distributors almost always buy direct from Europe anyway.

I thank *AtariUser* for giving me room for this sweeping effort to give you a clearer picture of the global ST game scene. It'll either inform or confuse you even more. While it's not a pretty sight overall, the support and number of titles available and coming for the Atari line will probably surprize and may even please you. And with Atari's own decision to become a major game source with 40 or more ST games commissioned already, things will probably get curiouser and curiouser. So fasten your seat belts! ■

The American Companies

The **Avalon Hill Game Company** is not exactly known as a cornucopia of computer games, but they do release the odd title once in a while. Their latest one is a conversion of their classic *Third Reich* WWII board wargame called, strangely enough, *Third Reich*. The graphics and sounds are rather spartan since this program is aimed mostly at players of the original board game. It works in medium resolution only and will not run on a TT.

Florida-based **Digitek** releases mostly inferior German games originally published by **Magic Bytes**. Current titles are — *Big Business* (which has a similar look and feel to *Prime Time* and comes with another game called *Wall Street*), and the ho-hum *Tie Break Tennis*. Upcoming titles are *Dinowars* and *Hill Street Blues* (from **Krysalis UK**) which is a strategic game based on the classic TV show.

Electronic Zoo is based in England but they had an office in Baltimore, MD, until recently. The products released were a mix of Electronic Zoo's own products and assorted European titles from **Rainbow Arts** (Germany) and **Loriciel** (France). Choice pieces include *Tennis Cup* (with split-screen mode for 2 players), *Treasure Trap* (a big isometric maze action-adventure), The *Legend Of Faerghail* (fantasy RPG), and *Khalaan* (Arabian strategic trade/wargame).

Epyx hasn't released anything for computers in a loooong time. They used to be pretty prolific in the old days, mostly because everything they released came from Europe after a name change. *Nebulus* became *Tower Toppler*, *Barbarian* became *Death Sword*, *Barbarian II* became *Axe Of Rage*, etc... You'll find **Epyx** games in the bargain bin, and deeply discounted. They do Lynx development for Atari now.

FTL Games has been awfully quiet of late—actually, for several years! They're getting ready to release the PC version of *Dungeon Master* (a few years late), and are working on "something else." No details or release date. Better not hold our collective breath.

InnerPrise — this company released a domestic version of **Rainbow Arts** classic platform blaster Turrican. They had planned to release an ST version of their *Sword Of Sodan* hack'n'slash but gave it up. They are now planning to release an ST version of their Amiga and Genesis shoot'em'up *Battle Squadron*, but they're busy working on MS/DOS and Mac projects first.

Lucasfilm — *The Secret Of Monkey Island II* has been cancelled and they have nothing planned for the ST. *The Secret Of Monkey Island* is the last program released, and a mission disk for *Their Finest Hour* can be ordered direct.

Newcomer **MegaSoft Entertainment** has released its first product, *Disciples Of Steel*, a fantasy role-playing game that seems to be doing well. It's available in both a 1 meg and a 512K version, and can be installed on a hard drive.

Texas-based **Merit Software** has recently started releasing Impressions (UK) war games. Their current line-up includes *Fighting For Rome* (originally called *Cohort*), The *Final Conflict* (a WWIII wargame) and *Merchant Colony* (American colonies management in the 18th century). In the works — *Traders* (from **Linel** in Switzerland) a 4-players space trading game.

Microprose doesn't release or support ST games in the US. Their last official US release was *M-1 Tank Platoon*. See **Microprose UK** for current products.

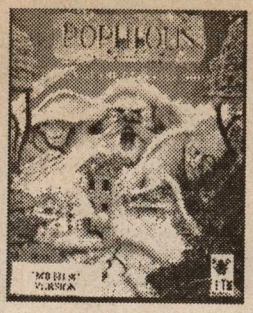
Microdaft — when last seen, this company specialized in 8-bit games only. Now, they have moved into 16-bit with *Rotor* (originally released by **Arcana** UK), a mission-driven *Gravitar/Oids* style game.

If you're looking for **Omnitrend** products like *Breach*, *Paladin*, and *Breach 2*, look to **Mindcraft**, their current distributer. Unfortunately, **Mindcraft** is one of **Electronic Arts'** Affiliated Labels, and since EA US has dropped the ST (again and again), Mindcraft has no way to distribute any new ST titles. The chances of ever seeing *Rules Of Engagement* for the ST are pretty slim.

It seems only yesterday that bold new British company **Psygnosis** burst onto the computer game scene (er, actually it was in 1985) and declared their undying support to the new 16-bit generation of computers — the Amiga, ST, and IBM PC. Well, they're still around and they now have an office in Massachusetts. More importantly, they have released some fine products lately, especially that wonderful little brain-twister *Lemmings*, and its companion piece Oh No! *More Lemmings* (available as a data disk or a stand-alone game). Other choice pieces include *Armour-Geddon* (though it's incredibly hard) and *The Killing Game Show* (known as *Fatal Rewind* on the Sega Genesis). They have tons of new stuff lined up for the rest of 1992 — *Agony*, *Air Support*, *Amnios*, *Aquaventura* (September), *Carthage* (any day now), *Lemmings II* (Fall), *Ork* (July), *Red Zone* (July), and *Shadow Of The Beast III* (September). Psygnosis UK also has its own budget label, called **Sizzlers**.

Better known for their conversions of the Don Bluth animated laser disk games like *Dragon's Lair* and *Space Ace*, **Readysoft** (Canada) now distributes **Empire UK** games as well. The latest Readysoft titles are *Dragon's Lair II — Time Warp*, and *Space Ace II — Borf's Revenge*. *Guy Spy*, an Indiana Jones style cinematic action-adventure, should be out some time soon. As for Empire games, currently available are *Team Yankee*, a 3-D tank wargame based around the novel of the same name and its sequel *Pacific Islands*, *Sleeping Gods Lie* (fantasy RPG), and *Volfied*, the Taito coin-op sequel to *Qix*. Future releases include *Campaign* (October), *Cyberspace* (December), *Eye Of The Storm* (November), and *International Sports Challenge* (July).

Sierra is forging ahead with PC, Amiga, and Mac



products. You can read all about their "pioneering spirit" and "bold new innovations" in their own little magazine "InterAction", one of the most incredible piece of marketing/propaganda I have ever seen this side of Prodigy. President Ken Williams keeps dropping hints here and there that the Amiga is a has-been, and that the only true "safe machines" are an IBM PC (486 I bet!) and a Mac II. It's not like Sierra products are models of programming efficiency, because they're not, not by a mile. I think they need the extra computing power just to keep from tripping over themselves! *Aces Of The Pacific* is slow on a 386/33Mhz machine! Anyway, here are the last Atari titles Sierra released — *Hoyle's Book Of Games Volume 2* — *Solitaire*, *Leisure Suit Larry 3*, *Conquest Of Camelot*, *Colonel's Bequest*, and *Codeman Iceman*. All except *Leisure Suit Larry* require one meg, and they're hard-drivable.

Spectrum Holobyte says that they will not be supporting the ST anymore. Aside from the classic *Falcon* and its mission disks, they also released *Flight Of The Intruder*, which was designed by **Rowan Software**, just like Falcon. **Microprose UK** will be distributing Spectrum products in Europe, so we might still see ST versions through the well-traveled back door.

As of January 1992, **Strategic Simulations** Inc has removed the ST from its catalog, and they have no plans to release anything for it. **US Gold UK** might convert a couple of titles in the future though.

After releasing *Flight Simulator II* way back in the mists of time gone by, **Sublogic** still puts out the occasional ST scenery disk while working on projects for other machines. The most recent scenery disks are the *Great Britain Scenery Collection* and *Scenery Disk 12 — New England*. They have promised to release the *California Collection* in October.

TEAM Software — this company's main product is *A Day At The Races*. They have an *ST Civil War* wargame in the works called *3 Days At Gettysburg*.

Virgin — this British company has been around a long time, but their US office has recently dropped the ST. However, gamers can still call the US office for technical support (unlike, say, Accolade or Microprose) and the British division will still be releasing ST versions. The last few games released are *Spirit Of Excalibur* and its sequel *Vengeance Of Excalibur*, *Wonderland* (designed by **Magnetic Scrolls**), and two games originally released by **Core Design** (UK) — Corporation (*Cyber Cop* on the Genesis) and *Thunderhawk*. For future products, see the Virgin UK entry later in this article.

And now, the European companies!

Accolade UK — a few things pop up once a in a while. Like *Stratego*, the conversion of the classic board game, and the brand new *Elvira II — The Jaws Of Cerberus* (1 meg required and hard-drivable).

Activision UK — they have dropped the ST completely. Their last batch of products consists of the pointless *Beastbusters* (SNK coin-op conversion), *Deuteros* (sequel to Millenium 2.2), *Hunter* (weird), and *R*Type II* (bang-bang).

Anco UK — their bread and butter product is *Kick-Off 2*, an extremely popular soccer game in the UK, and a suite of data disks for it. They recently tried their hands at basketball but the resulting game, *Tip Off*, was pretty dismal. Upcoming releases include more *Kick-Off 2* data disks (English *League and Giants Of Europe*), *Kick Off 3*, and *Player Manager 2* (soccer managing).

Atari UK is dabbling into computer games again. They are currently working on two Atari coin-op conversions — *Road Riot 4WD* (wacky armed buggy racing) and *Steel Talons* (really neat 3D polygons helicopter shoot'em'up/simulation). However, these games may be specifically coded for "full" operation on STe's and TT's only.

Audiogenic UK — nothing terribly exciting from this company. Current releases are *Exile*, *World Class Rugby — Five Nations Edition*, and *Wreckers*. Upcoming releases are *Graham Gooch's World Class Cricket*, *SuperLeague Manager*, and *World Class Soccer*.

Beau-Jolly UK — compilations are the only thing these people put out. *Big Box* (Teenage *Queen*, *Captain Blood*, *Safari Guns*, *Bubble +*, *Tintin On The Moon*, *Purple Saturn Day*, *Jumping Jack'Son*, *Hostages*, *Krypton Egg*, *and Bobo)*, *Mindgames (Waterloo*, *Austerlitz*, and *Conflict Europe)*, and *Board Genius*.

Celebrity UK — this brand new company is planning to release *Ian Botham's Cricket*, something definitely not targeted at the US gamer!

Codemasters UK — budget games, budget games, that's all you'll get from these guys. Many of them star an egg with legs called *Dizzy*, to wit — *Bubble Dizzy*, the *Dizzy Collection*, *Dizzy's Excellent Adventures*, *Magic Land Dizzy*, *Bubble Dizzy*, *Panic Dizzy*, and *Spellbound Dizzy*. Now, I'm dizzy!! They also have other types of games too — *First Division Manager* (soccer), *Hover Sprint* (hovercar racing), *Sky High Stuntman* (mix of everything), and *Yolanda*, a re-issue of an older *Millenium* game. One of their future release is *Steg*, a cutesy platform game starring a slug. Yes, a slug. Incidentally, many of these games are available on the Nintendo Entertainment System and are marketed by Camerica.

Core Design UK — this outfit used to design games for other companies, but they decided to go it alone about a year ago. Current line-up — *Heimdall* (vikings), *Thunderhawk* (helicopter simulation), and *Wolfchild* (Strider-like platform game). In the works — *Adventurers Compilation* (*Corporation*, *Hunter*, *and Supremacy)*, *Corporation II*, and *Jaguar XJ220 Sports Racing*.

AtariUser's Wacky World Of ST Gaming - Who's Who, What's What, and Why...

▼ How to reach the ST game companies (I swear, some of these keep their address information as a trade secret!)

American companies

The Avalon Hill Game Company 4517 Harford Road Baltimore, MD, 21214 (301) 254-9200
Digitek 708 W. Buffalo avenue, Suite 200 Tampa, FL, 33603 (813) 933-8023
FTL Games (619) 453-5711
InnerPrise Software Inc. 128 Cockeysville Road Hunt Valley, MD, 21030 (410) 560-2434
Lucasfilm PO Box 10307 San Rafael, CA, 94912 (415) 721-3300
MegaSoft Entertainment 137 W. Bay Area Webster, TX, 77598 (713) 338-2231
Merit Software 13635 Gamma Road Dallas, TX, 75244 (800) 238-4277
Microdaft 1012 S. Main Street Taylor, PA, 18517
Mindcraft 2341 205th Street, Suite 102 Torrance, CA, 90501 (310) 320-5215
Psygnosis 29 Saint Mary's Court Brookline, MA, 02146 (617) 731-3553
Readysoft 30 Wertheim Court, Unit 2 Richmond Hill, Ontario, Canada, L4B 1B9 (416) 731-4175
Sierra PO Box 485 Coarsegold, CA, 93614 (209) 683-8989
Simulations Canada PO Box 452 Bridgewater, NS, Canada, B4V 2X6
Spectrum Holobyte 2061 Challenger Drive Alameda, CA, 94501 (510) 522-3584
Sublogic 501 Kenyon Road Champlain, IL, 61820 (217) 359-8482
Virgin 711 W. 17th Street, Suite G9 Costa Mesa, CA, 92627 (714) 833-8710

European companies

Celebrity Software Lonsdale House, Woodland Park Colwyn Bay, LL29 7HA (0492) 531830

Daze Marketing UK is the new home for Silmarils, known for games that seem to take forever to load. Out now — *Fantasy Pak (Crystals Of Arborea, Colorado, and Boston Bomb Club)*, and *Storm Master*. Upcoming — *Ishar — Legend Of The Fortress*.

Digital Integration UK isn't exactly the most prolific of companies. Some of their past achievements include *Tomahawk*, an Apache gunship simulator for the 8-bits (sold by Datasoft), and *F-16 Combat Pilot*, distributed by Electronic Arts US. In the works — *Tornado*, a simulation of the Tornado fighter-bomber. *Dream Factory* is their label for non-simulation products. In the works — *Gobliiins* (from Tomahawk France), *Supaplex* (Boulderdash remake), and *The Drift* (futuristic RPG). They also have a budget label, **Action 16**.

Dinamic (Spain) — action games with controversial names are the order of the day here. One peculiar thing about their games is that they're usually in two parts, and the access code for part 2 looks like somebody's birthday. Past releases include *After The War* (beat'em'up), *Satan* (hack'n'slash), *Army Moves*, *Navy Moves*, and *Narcopolice* (infiltrate a drug lord's island complex). Coming soon — *Arctic Moves* (snow combat), and *Mega Fenix*, an updated version of that ancient Centuri coin-op classic *Phoenix*.

Take the "Do" of Dominic, the "Mark" of Mark, put them together, and you get "**Domark**", another long-standing UK company. Home of **Tengen**, the software division of Atari Games (the coin-op people), Domark products are now distributed in the US by **Accolade**, except for ST versions of course. Their in-house design team is called The Kremlin and they have their own budget label, **Respray**. They're also known for their James Bond games. Current line-up — *Grand Stand* (contains *Gazza's Super Soccer, Pro Tennis Tour, World Class Leaderboard, & Continental Circus*), The *James Bond Collection (Licence To Kill, Live And Let Die, and The Spy Who Loved Me), Mig 29M Super Fulcrum, Shadowlands*, and *Super Space Invaders*. In the works — *Columbus, Euro Football Champ*, and *Harrier Assault*. Current Tengen titles — *Pitfighter, Race Drivin'*, and *Thunderjaws* (terrible).

Electronic Arts UK — even this company is mumbling something about dropping the ST. We just don't get any respect. It's also the new home of *Millenium*. Current line-up — *Populous II* (available in both 1 meg and 512K versions), *Powermonger — World War I Edition* (data disk), *Simcity/Populous* (a twin-pack), *Strike Fleet* (from **Lucasfilm**), and *Zone Warrior*. In the words — *Birds Of Prey* (by **Argonaut Software**, delayed over and over), *Castles* (from **Interplay**), *Evolution, Flood 2*. Current **Millenium** titles — **Kid Gloves II** (cutesy platform), and **Steel Empire** (strategic game with mechs). In the works — *Chinto's Revenge, Global Effect, Haunted House, Strike Command* (sequel to ***Thunderstrike***), and *Tentacle*. Budget label is called **Star Performers** and feature EA's own titles.

Electronic Zoo UK — (We've just found out that they folded) a mixed bag of their own products and games from **Tomahawk** (France), neither of which are particularly outstanding. Out now — *Cougar Force* (Tomahawk), *Daylight Robbery* (cutesy puzzler), *Galactic Empire* (Tomahawk), *Geisha* (R-rated graphic adventure from Tomahawk), *Germ Crazy* (bizarre strategy game), and *Under Pressure* (boring shoot'em'up). In the works — *Abandoned Places* (fantasy RPG), *Brigade Commander* (wargame), *Cardiaxx*, The *Enemy Within, Fireforce, The Magic Garden, Son Of Zeus*, and *Tracksuit Manager II* (soccer).

Elite UK — two very nice compilations are currently available, *Virtual Reality Volume 1* (*Carrier Command, Midwinter, Starglider II, International Soccer Challenge*, and *Stunt Car Racer*) and *Volume 2* (*Weird Dreams, The Sentry, Virus, Resolution 101* and *Thunderstrike*). In the works — *Caveman Ninja* (**Data East** coin-op), *European Championship 1992* (conversion of **Tecmo**'s *World Cup '90* coin-op), *Last Battle*, and *Suzuka GP/Winning Run 2* (they have yet to decide which name they're going to use).

Energize UK — pretty lame budget stuff — *Ancient Games, Cap'N'Carnage, Cybercop* (this one really stinks!), and *Soccer Match*.

Entertainment International UK — this is the parent company of **Empire** and **Arcade Masters**. **Readysoft** (Canada) distributes most of Empire's line-up. Here's what they don't distribute — *Deathbringer, MegaTraveller 1 — The Zhodani Conspiracy*, and *Space 1889* (both from **Paragon**). In the works — *Award Winners* (*Dragon's Lair, Kick Off 2, Populous*, and *Pipe Mania* (aka **Lucasfilm**'s *Pipedream*), *MegaTraveller 2 — Quest For The Ancients*, and *Soccer Stars* (*Emlyn Hughes International Soccer, Microprose Soccer, Gazza II*, and *Kick Off 2*). Arcade Masters titles in the works — *Cool Croc Twins*, and *Magic Boy*.

Flair UK — current titles — *Elvira The Arcade Game*, and *Winter Supersports '92*.

Gonzo Games UK — *Brides Of Dracula*, where you can play Dracula or Van Helsing. Features a two player mode with split-screen.

Grandslam UK — this company has the rather annoying tendency to appear and disappear at will. Current title — *England Championship Special* (soccer). In the works — *Beavers* (a furry animal platform game), *Die Hard 2, Liverpool FC* (more soccer), and *Nick Faldo's Golf*.

Gremlin UK — the selection here is pretty varied. Racing and platform games, shoot'em'ups, and graphic adventures. Current stuff — *4 Wheel Drive* (which compiles 4 recent racing titles — *Lotus Turbo Esprit Challenge, Team Suzuki* (motorcycle), *Combo Racer*

(sidecar), and *Toyota Celica GT4 Rallye*), *Harlequin* (platform), *Lotus Turbo Challenge 2* (racing), *Space Crusade* (wargame), *Suspicious Cargo* (graphic adventure), *Utopia* (*SimCity* in space), *Utopia — The New Worlds* (data disk), and *Videokid* (platform shoot'em'up). In the works — *Daemonsgate 1* (fantasy RPG), *Flag*, *Jelly Bean* (puzzler), *Little Divil*, *Pegasus*, *Plan 9 From Outer Space* (the worst movie ever made), and *Zool* (platform). **Gremlin** has 2 budget labels — **GBH**, and **GBH Gold** (slightly more expensive).

Hawk UK — this new company hasn't made much of an impression yet. Their first title, *International Athletics*, brings back the bad old days of joystick-waggling sports games! Avoid it. In the works — *The Executioner*, a *Gravitar/Oids* type of spaceship shoot'em'up.

Hex UK — another new company, another disaster. Their first one, *Top Banana*, is simply hideous. The graphics are terrible, and the gameplay is non-existent.

Hi-Tec Software UK — more budget stuff and Hanna-Barbera licenses. *Black Hornet* (shoot'em'up), *Interchange* (a puzzler, I like this one), *Jetsons*, *Defenders Of The Earth*, *Scooby-Doo And Scrappy-Doo*, and *Wacky Races*. In the works — *Johnny Quest*, and *Quick Draw McGraw*.

Impressions UK — old fashioned **SSI** style war games, but slightly improved. US versions available from **Merit Software**. Current titles — *Africa Korps*, *The Charge Of The Light Brigade*, *Discovery — In The Steps Of Columbus*, *Feudal Lords*, *Fighter Command*, *Fort Apache*, *Great Napoleonic Battles*, *and Samurai — The Way Of The Warrior*. In the works — *Air Bucks*, *Warriors Of Releyne*. They also have another label called "**IF...**" (which stands for Interactive Fantasyfiction). Out now — *Crime City*. Coming soon — *The Hand Of St James*.

Infogrames (France) — another company making occasional noises about dropping the ST. *Advantage Tennis*, *Alcatraz* (sequel to *Hostages*), *Killerball* (looks and plays just like *Rollerball*), and a re-issue of *Tetris*. In the works — *Bandit Kings Of Ancient China* (from **Koei**), **Call Of Cthulhu** (RPG), *Seven Colors*, and *Viking*.

Kaiko, the **German** company with the Japanese name. Only has one game out right now, *Gem'X*, that looks like Sega's *Columns* but isn't.

Krisalis UK — a bit of a mixed bag. Current stuff — *Champions* (contains *Jahangir Khan's Squash*, *Manchester United*, and *World Championship Boxing Manager*), *Face-Off Hockey*, *Hill Street Blues* (picked up by **Digitek US**), and *Manchester United Europe* (soccer). In the works — *Ed Head Private eye*, *John Barnes Soccer*, and *Roofworld*.

Loriciel (France) — purveyors of pretty bizarre games. Out now — *Baby Jo* (cartoony platform funstration), *Golden Eagle — The Return* (looks good, but is boring), *Guardians* (weird puzzler), *Paragliding* (dumb concept), *Psyborg* (3-D racing in a tunnel in space), *Steve McQueen Westphaser* (poor old Steve is nowhere to be seen, except on the box art!), and *Thunder Burner* (*Space Harrier* with a walker machine. Dumb). Coming soon — your guess is as good as mine.

Magic Bytes (Germany) — mediocre games, some of which have been grabbed by **Digitek US**. Out now — *Air Supply*, a pointless remake of *Goldrunner*. In the works — *Dinowars*, *Industrial Rebound*, and *Second World*.

Microprose UK — home of fine simulators, the best Formula 1 racing game of all time, and possibly of the new **Spectrum Holobyte** products. Strategy games are released under the *Rainbird* label. In case you're wondering what happened to the Firebird, Rainbird, and Silverbird labels, they were all purchased by Microprose. Out now — *Knights Of The Sky* (WWI), *Microprose Formula 1 Grand Prix* (GREAT!), *Microprose Golf*, *Railroad Tycoon*, *Silent Service II* (WWII submarine), and *Special Forces* (*Airborne Ranger* sequel). In the works — *Advanced Tactical Air Command (ATAC)* (November), *Air Duel*, *B-17 Flying Fortress* (Vektorgrafix), *Covert Action* (be a spy), and *Gunship 2000*. Rainbird titles — *Midwinter II — Flames Of Freedom*, and *UMS II — Nations At War*. In the works — *Starlord* and *UMS II Planet Editor*. Possible Spectrum Holobyte titles — *Crisis In The Kremlin* and *SuperTetris*.

Mindscape UK — this company doesn't actually design anything, they just do marketing and distribution. Current stuff — *Blue Max — Aces Of The Great War* (horrible), *Captain Planet* (ack!), *Captive* (cool futuristic Dungeon Master), *Knightmare* (improved *Captive* interface, fantasy setting), and *Legend* (fantasy RPG by the designer of *Bloodwych*). In the works — *Captive II*, *Moonstones* (fantasy RPG), *Skid Marks* (3-D racing), and *Ultima VI — The False Prophet*.

Mirrorsoft UK — this company is out of business. It belonged to Robert Maxwell's Mirror Group and crumbled along with the rest of his financial empire. **Acclaim** stepped in and bought whatever was left. This is bound to annoy **Ocean**, since they relied greatly on games licensed from Acclaim to make their money, and Acclaim wants to go onto computer software in addition to console cartridges. Things will get particularly sticky from here, so pay attention. Here's what's still floating around under the Mirrorsoft label — *Flight Of The Intruder*, *Falcon — The Classic Collection* (*Falcon* plus mission disks 1 and 2), and *Wolfpack* (WWII submarine). Under the **Imageworks** label — *First Samurai*, *Mega lo Mania*, *and Teenage Mutant Hero Turtles — The Arcade Game* (the British government didn't like the connotations of the word "ninja", so it's "hero" instead). Under the Mirror Image budget label — *Austerlitz*, *Bloodwych*, *Carrier Command*, *Defender Of The Crown*, *Federation Of Free Traders*, *King Of Chicago*, *Onslaught*, *Rocket Ranger*, *RVF Honda*, *Speedball*, *Starglider II*, *Strike Force Harrier*, *3D Pool*, *TV*

AtariUser's Wacky World Of ST Gaming - Who's Who, What's What, and Why...

▼ **Most of the information** used in this article came from my monthly online guide to current and upcoming ST games. I began publishing the electronic newsletter in May 1989, and while originally called *ZENOBOT'S Guide*, it's now the *ST Gaming Digest*. It's edited by yours truly, and is available on GEnie and distributed via several Los Angeles bulletin board systems — The O'Mayer V (213-732-0229), The Jungle (213-254-9534), and The London Smog (714-546-2152). Topic 22 in category 9 (games) of the ST Roundtable (GEnie) is used to handle feedback about STGD. — *Eric Bitton* ■

Codemasters PO Box 6 Leamington Spa, Warwickshire, CV32 OSH (0926) 814132
Core Design Ltd Suite C, Tradewinds House, 69/71a Ashbourne Road Derby, DE3 3FS (0332) 297797
Daze Marketing Limited Dagmar House, 12 Old Street London, EC2V OAB
Domark Group Ltd Ferry House, 51-57 Lacy Road London, SW15 1PR
Electronic Arts Langley Business Centre, 11-49 Station Road Langley, Nr. Slough, Berkeshire SL3 8YN (0753) 549442
Empire Software 4 The Stannets, Laindon North Trade Center Basildon, Essex, SS15 6DJ (0268) 541126
Gremlin Graphics Software Ltd Carver House, 2-4 Carver Street Sheffield, S1 4FS
Microprose Unit 1, Hampton Road Industrial Estate Tetbury, Gloucestershire, GL8 8LD (0666) 504326
Mindscape International The Coach House, Hooklands Estate Scaynes Hill, West Sussex, RH17 7NG (0444) 831761
Ocean Software Limited 6 Central Street Manchester, M2 5NS (061) 832-6633
Renegade UK C1 Metropolitan Wharf, Wapping Wall London, E1 955
Storm (Sales Curve) Lombard Business Centre, 50 Lombard Road London, SW11 3SU (071) 585-3308
Turcan Research Systems 83 Greencroft Gardens London, NW6 3LJ (071) 625-8455
UBI Soft 8 & 10 rue de Valmy Montreuil Sous Bois, Paris, 93100, France (1) 48-57-65-52
US Gold Limited Units 2/3, Holford Way Holford, Birmingham, B6 7AX (021) 625-3366 ■

Sports Football, and *Xenon II — Megablast*. Games that were in development for Mirrorsoft and were grabbed by other companies — *Cannon Fodder* (now under Virgin UK), *Fire And Ice* (Renegade UK), *Legend* (Mindscape UK), and *Lure Of The Temptress* (Virgin UK). Games that are still in development limbo — *Alien 3*, *Battle Of Britain Jubilee* (*Their Finest Hour* with real 3D polygons, from Rowan "Falcon" Software), *Bill Elliott's NASCAR Challenge*, *Blade Warrior* (that one looked neat), *Drop Soldier*, *Duster*, and *Mega lo Mania II*.

Novagen UK — this company has often been compared to a glacier because, 1) they've been around forever and, 2) they move very slowly. Some of you 8-bit users are bound to remember *Encounter* and *Mercenary*, sold by good old **Datasoft** way back when. Well, both of those made it to the ST, and a few sequels too! *Damocles* is in fact *Mercenary*, redone with 3-D polygons and a whole solar system to play around in. *Backlash* is an *Encounter* style tank shoot'em'up but without those big columns to avoid. The newest release is *Mercenary III — The Dion Crisis*. No more flying around recklessly in this one, you have to use the mass transit systems (cabs, buses, commuter ships, spaceships, etc...) and you can interact with people, sort of. Interesting. In the works — Paul Woakes (the boss) only knows...

Ocean UK — this is your basic big-time, conversion-releasing, license-grabbing, behemoth of a software company. They spend big bucks on stuff like *The Simpsons*, Smash TV, *The Addams Family*, *Terminator 2*, the *Robocops*, *Darkman*, and sometimes, the games are actually playable. Now that their main source of licenses, Acclaim, has grabbed the wreckage of Mirrorsoft, Ocean is going to be in a bit of a bind. Heaven forbid they should actually release original games (he said, tongue firmly planted in cheek). Anyway, currently out — *The Addams Family* (platform), *Epic* (*Battlestar Galactica* all over again), *Ninja Collection* (*Double Dragon*, *Dragon Ninja*, and *Shadow Warriors*), *Parasol Stars* (*Bubble Bobble* part 3), *The Rainbow Collection* (contains *Bubble-Bobble*, *Rainbow Islands*, and *The New Zealand Story*), *Robocop 3* (in 3-D), *The Simpsons — Bart Versus The Space Mutants*, *Smash TV*, *Space Gun*, *Terminator 2 — Judgement Day*, *2-Hot 2-Handle* (*Shadow Warriors*, *Golden Axe*, *Total Recall*, and *Ivan 'Ironman' Stewart's Super Off Road*), *WWF Wrestlemania*. In the works — *Billy The Kid*, *Push-Over* (platform), *Retaliator II* (flight simulator), *SimEarth* (from Maxis), *Snow Bros*, and *Wizkid* (sequel to *Wizball*). Ocean's budget label is called **The Hit Squad**.

Oxford Softworks UK — this company specializes in classic board games. Out now — *Intelligent Strategy Games* (you get chess, bridge, go, backgammon, and draughts, which is checkers), works in color and monochrome. In the works — *Omar Sharif's Bridge*.

Palace UK — another mixed bag kind of company. **Silmarils** used to hang out here but they now have their own company, **Daze Marketing UK**. Palace is better known for *Barbarian*, a game that was banned in Germany because of its violence — you could decapitate your opponent. Epyx released that game as *Death Sword*. Out now — *Boston Bomb Club* (Simarils), *Crystals Of Arborea* (Silmarils), *Demoniak* (text adventure with a few pictures), *Hot Rubber* (UK version of *Grand Prix 500 II*), *Metal Mutant* (Silmarils), *Sliders* (soccer meets *Marble Madness*), and *Swap* (puzzler). In the works — *Complex*, *Hostile Breed*, and *Super Barbarian* (sequel to *Barbarian* and *Barbarian II*).

Pocket Power UK — super cheap game re-issues in teeny packaging. Most of the games were designed by **Logotron**, now defunct. Out now — *Archipelagos*, *Bad Company*, *Beyond The Ice Palace*, *Deflektor*, *Eye Of Horus*, *Quadralien*, *Starblaze*, *Stargoose*, and *StarRay*.

Rainbow Arts (Germany) — interesting stuff here — *Logical* (puzzler), *Masterblazer* (an ST conversion of **Lucasfilm**'s legendary *Ballblazer*), and *Turrican II — The Final Fight* (killer platform shoot'em'up). In the works — *Centerbase* (futuristic trade and strategy game), *Fate — Gates Of Dawn* (fantasy RPG), *Mad TV*, *M.U.D.S.* (Mean Ugly Dirty Sport), *Rescue On Fractalus* (ST version of the classic **Lucasfilm** fractals-using flight simulator/shoot'em'up), *Rotator* (overhead view tank shoot'em'up), and *Transatlantic* (shipping simulation).

Renegade UK — four months before the fateful crash of Mirrorsoft, the Bitmap Brothers decided to leave Imageworks and start their own company. Pretty lucky guys, I would say! Aside from Bitmap Brothers designs, Renegade has also rescued Graftgold's *Fire And Ice* from the Mirrorsoft wreckage. Out now — *Cadaver — The Pay Off* (scenario disk for *Cadaver*), *Gods* (platform game), and *Magic Pockets* (a cutesy version of Gods). In the works — *Bitmap Brothers Volume 1* (*Xenon*, *Cadaver*, *and Speedball 2*), *Bitmap Brothers Volume 2*, (*Speedball*, *Gods*, and *Xenon 2 — Megablast*), *Chaos Engine*, *Fire And Ice* (cutesy platform game), and *Sensible Soccer* (which looks good so far).

Simulations Canada — text-only war games that use the computer as a referee. Latest release — *Pacific Storm — The Solomon's Campaign*.

Software Projects UK — budget stuff. If you had a Commodore C64 and played games like *Manic Miner* and *Jet Set Willy* on it, your ST versions are here!

Starbyte (Germany) — so-so games. Out now — *Crime Time* (graphic adventure). In the works — *Crown*, *Lords Of Doom*, *The Return Of Medusa*, *Spirit Of Adventure*.

Storm UK — design team The Sales Curve used to work for Virgin, but they decided to start their own software company. Some of their past achievement includes the nice conversion of *Silkworm*. Out now — *Big*

Run (Jaleco coin-op, pretty bland), *Danny Sullivan's Indy Heat* (similar to *Super Sprint*), *Double Dragon III — The Rosetta Stones, Final Blow* (boxing), *Rod Land* (this one is a lot better than it looks. I hate the box it comes in). In the works — *Asylum, Brute Force, The Lawnmower Man* (movie tie-in), and *Solar Jetman.*

System 3 UK — another company that takes forever to release stuff. Most famous for their *Last Ninja* series and the ultra-cool *IK+*. Out now — *System 3 Premier Collection* (*Tusker, IK+, Flimbo's Quest*, and *Ninja Remix*). In the works — *Changeling, Constructor, International Karate Deluxe, The Last Ninja III, Myth* (August), *Silly Putty, Turbo Charge*, and *Vendetta.*

Thalamus UK — mostly 8-bit stuff, with the occasional ST game here and there. Out now — *Armalyte* — *The Final Run* (sequel to classic 8-bit game *Armalyte*, like *R*Type*, but a lot tougher). In the works — *Arsenal F.C.*, and *Restrictor.*

Thalion (Germany) — company started by a bunch of hackers (or so they say). The first batch of products wasn't that great. The second batch was a slight improvement. Out now — *A320 Airbus* (simulation of said airliner), *Enchanted Land* (platform), *Tangram* (puzzler), and *Thalion — First Year* (*Chambers Of Shaolin, Seven Gates Of Jambala, Warp*, and *Leavin' Teramis*). In the works — *Dragonflight II* (RPG), and *Tower FRA* (air traffic control).

Titus (France) has the dubious distinction of having consistently released some of the stupidest and worst computer games of all times. Titles like *Crazy Cars, Fire And Forget, Offshore Warrior, Crazy Cars II/F-40 Pursuit Simulator, Knight Force, Dark Century, Wild Streets*, and *Galactic Conqueror* (ESPECIALLY *Galactic Conqueror!!*) send hardened ST gamers scurrying for cover. Out now — *Blues Brothers* (okay platform game), *Crime Does Not Pay* (lame), *Duck Tales — The Quest For Gold, Prehistorik*, and *Titus The Fox* (platform). In the works — *Arachnophobia, Battle Storm, The Brainies, Crazy Bikes*, and *Crazy Cars III.*

Turcan Research Systems UK — Peter Turcan has programmed several wargames over the years that were marketed by **Arc UK** and **PSS UK** (a division of Mirrorsoft, so it's out of business too). These wargames were all text-driven and used a 3-D display. Instead of clicking on icons, you simply type something like "move 1st battalion East 5 miles", a rather interesting concept. Since PSS went down, Mr. Turcan was forced to go his own way. His new one, *Dreadnoughts*, uses the same engine as all the other wargames, and deals with naval combat during World War I.

21st Century Entertainments UK — oh yeah, sure, games so good they seem to come from the 21st Century, do tell. Don't be fooled by the shiny new name, this is actually **Hewson UK** in disguise. Hit and miss pretty much describes this company. One of their biggest hit was *Nebulus* (sold as *Tower Toppler* by **Epyx** in the US). Out now — *Deliverance* (sequel to *Stormlord*, a Hewson game), *Moonfall* (very boring), and *Rubicon* (shoot monsters, nothing special). In the works — *Nebulus 2* (delayed over and over).

UBI Soft (France) — interestingly varied games, and another really good racer. Out now — *Maupiti Island* (graphic adventure with speech by Lankhor), **Ten Great Games** (*Ferrari Formula 1, Rick Dangerous, Pick'N'Pile, Night Hunter, Carrier Command, Satan, Superski, Chicago 90, Xenon 2 — Megablast*, and *Pro Tennis Tour*), *Unreal*, and *Vroom* (very nice, very fast Formula 1 racing game by Lankhor). In the works — *B.A.T. II* (futuristic graphic adventure), *Celtic Legends* (fantasy wargame), *Dyna-Blaster/Bomber-Man, Lightquest*, and *Star Rush.*

US Gold UK has been around for a long time and is mostly known for its average (and sometimes terrible) coin-op conversions, as well as the odd movie tie-in and original design. They also coded three **SSI AD&D** titles — *Dragons Of Flame, Heroes Of The Lance*, and the more recent *Shadow Sorcerer.* Quality varies greatly from one title to the next, so try before you buy! They also distribute **Delphine** titles and have a budget label called *Kixx.* They used to distribute **Millenium** (UK) products, but that company is now with **Electronic Arts** (UK). Currently available — *Alien Storm* (*Golden Axe* with aliens), *Bonanza Brothers, Final Fight, Gauntlet III — The Final Quest, The Godfather — Action Game, MAX* (Maximum Action Xtra, a compilation containing *Night Shift, Saint Dragon, SWIV*, and *Turrican II*), *Mega Twins, OutRun Europa*, and *Shadow Sorcerer* (SSI). Coming soon — *Citadel Of The Black Sun, G-Loc* (braindead sequel to *Afterburner*), *Greyhawk, Magic Sword, Menander Brothers, The Quest For Adventure Series #1* (contains *Operation Stealth, Mean Streets*, and *Indiana Jones And The Last Crusade Adventure Game*), and *Street Fighter II* (the blockbuster coin-op). **Millenium** titles currently available — *The Adventures Of Robin Hood, Horror Zombies From The Crypt*, and *James Pond 2 — Codename Robocod.* For newer titles, see Electronic Arts (UK). Current **Delphine** titles — *Another World* (GREAT! It's like a movie! You gotta check this one out!) and *Cruise For A Corpse.*

Virgin UK — in addition to the games released by the US office, there is also *Jimmy White's Whirlwind Snooker*, an incredibly sophisticated and eye-popping snooker simulation; designer Archer MacLean is working on a sequel based on pool and billiards. Also coming soon is *Dune* (out for PC and looking good), *Space Shuttle* (total 3-D simulation), *Lure Of The Temptress* (gives *Monkey Island* a run for its money), *Apocalypse, Cannon Fodder, Floor 13*, and *Rookies.* Virgin also has two budget game lines — *16 Blitz* and *Tronix.* ■

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Atari Connection, Atari Age, APX, Antic, Analog, & all Video or Computer Game Magazines. Wanted to Buy. **Frank Polosky, PO Box 9542, Pgh., PA 15223**
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Atari Land Calendar

■ **July 18 - The Blue Ridge Atari Computer Enthusiasts (BRACE) will offer the Third Annual Blue Ridge Atarifest.** The one-day affair will again be held from 10 AM to 6 PM in the Westgate Shopping Center in Asheville, North Carolina, off the I- 240 loop at the Westgate/Hilton Drive Exit. Contact Van Estes, 704-685-8358, or Sheldon Winick of Computer STudio, 704-251-0201.

■ **July 25 - Mid-Indiana ST's MIST Atarifest IV in Indianapolis.** An annual strong midwest "small scale" show, last year's event brought over 500 individuals from surrounding states. Admission is $3. Contact Dan Ward on GEnie (D.WARD10), by phone at 317-254-0031, or by US Mail at 1752 Alimingo Drive, Indianapolis, IN 46260.

■ **August 15th-16th - The Connecticut AtariFest '92 at the Sheraton Hotel at Bradley International Airport**, Windsor Locks, Connecticut. A joint effort by FACE, STARR, and D-BUG, the sponsorship organization is called ACT. Contact Brian Gockley, chairman, 18 Elmwood Avenue, Bridgeport, CT 06605, phone 203-332-1721.

■ **August 21st-23rd - Germany's massive all-Atari computer event, the Dusseldorf Atari Show.** New products and trans-oceanic deals mark this show as the Christmas of the Atari world.

■ **August 20th-30th - The year's biggest** (15,000 last year) **gaming and roleplay convention is GENCON**, held annually in Milwaukee, Wisconsin at the MECCA Convention Center. Atari will again be represented by MilAtari, Ltd., a local user group that operates an all-Atari game area at the show.

■ **September 12th-13th - 1992's Southern California Atari Faire, also known as the GLENDALE.** John King Tarpinian is president of The Hooked on ATARI Computer Knowledge Society (HACKS) and coordinator of the show. The Glendale Show has hadthe largest annual attendance of any continuing show series and is expected to keep that record this year. For more information about the Glendale Show, contact John King Tarpinian at 818-246-7286.

■ **September 18th-20th - San Diego ACE is participating in a multi-platform Computer Fair**, and has reserved a room for Atari vendors. The San Diego Computer Society in conjunction with a regional computer magazine have obtained the San Diego Community Concourse for 3 full days of Show. Up to 10,000 attendees are expected for the show that has a $50K budget. Exhibitors get the booths for free, but there are only 140 booths. Contact SDACE via D.SMITHRN on GEnie for information. More details here next month.

■ **September 22nd-25th - The Fall Seybold Show** will be another top industry trade show specializing in high-end publishing. Atari made a major showing at Seybold last year and got extensive press attention. The show will be held in San Francisco, California and is not open to the general public. For more information, contact Atari Corporation.

■ **September 23 - The Atari presentation at the Boston Computer Society** meeting, postponed from April, now scheduled for September 23 at 7:30 PM in the New England Life Hall in the Copley Square Building, 225 Clarendon Street, Boston, Massachusetts. Atari is to present a new computer line to the club on the same site where the original ST was unveiled and where IBM and NeXT have made their product announcements. For more information, contact the Boston Computer Society at 617-252-0600.

■ **October 10th-11th - The Washington Area Atari Computer Enthusiasts are currently planning the 1992 W.A.A.C.E Atarifest**, traditionally the largest East coast Atari show. The '92 event will be held on Columbus Day weekend, October 10th and 11th, once again at the Sheraton Reston hotel in Reston, Virginia. It'll feature shopping bargains, demos, tutorials, seminars, and social events. The 1990 and 1991 editions of the show attracted about 2000 visitors. Charles Hoffmann is now Acting President of WAACE Inc., and can be contacted via GEnie at S.HOFFMANN, by phone at 703-569-6734, or by Mail at 5908 Bayshire Road, Springfield, VA 22152-1146.

■ **November 16th-20th - Fall COMDEX**, the biggest computer trade show in the USA. Atari will again have a major presence at the Las Vegas, Nevada show.

■ **December 12th-13th - The Northern California Atari Expo** rescheduled from July, and will be held at the San Jose Exhibit Hall, 145 W. San Carlos, San Jose, CA. This will be the first in two years from ABACUS, SLCC, and Sacremento ST Users clubs. Northern California Atari Expo c/o SLCC, P.O. Box 1506, San Leandro, Ca 94577, or call 510-352-8118. GEnie Address: M.WARNER8 ■

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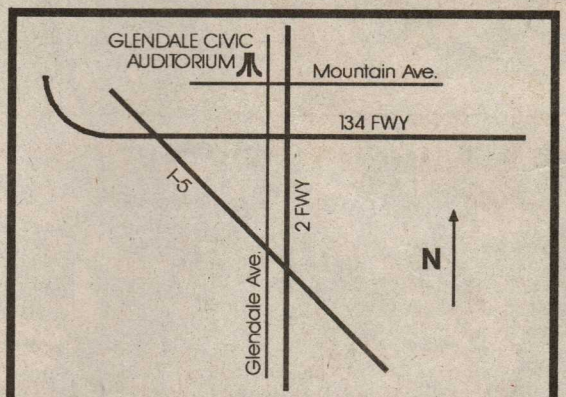

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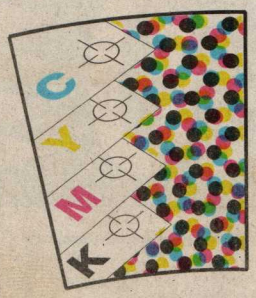

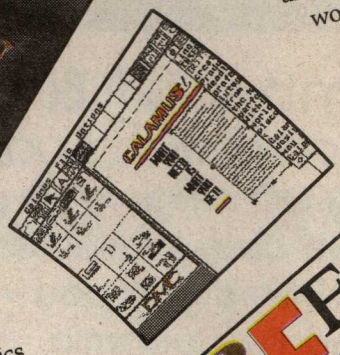

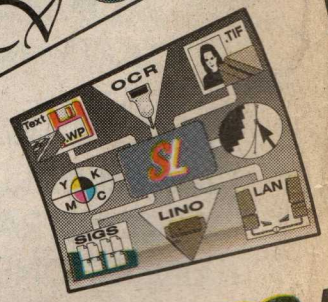

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